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# Journal: Software: Practice and Experience

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## ABOUT

Software - Practice and Experience is an internationally respected and rigorously refereed vehicle for the dissemination and discussion of practical experience with new and established software for both systems and applications. The key criterion for publication of a paper is that it makes a contribution from which other persons engaged in software design and implementation might benefit. Originality is also important. Exceptions can be made, however, for cases where apparently well-known techniques do not appear in the readily available literature.

Contributions regularly:

- Describe detailed accounts of completed software-system projects which can serve as 'how-to-do-it' models for future work in the same field;
- Present short reports on programming techniques that can be used in a wide variety of areas;
- Document new techniques and tools that aid in solving software construction problems;
- Explain methods/techniques that cope with the special demands of large-scale software projects. However, software process and management of software projects are topics deemed to be outside the journal?s scope.

The journal also invites timely Short Communications and Review articles. A Short Communication is appropriate for introducing a rapidly developing new topic and for publishing early results on that topic; it will be given higher priority for publication than a regular article. In contrast, a Review Article would normally provide a brief introduction to a topic of interest to the journal's readers and follow that introduction with a critical analysis of work to date on the topic.

The editors actively encourage papers that result from practical experience with tools and methods developed and used in both academic and industrial environments. The aim is to encourage practitioners to share their experiences

with design, implementation and evaluation of techniques and tools for software and software systems.

Papers cover software design and implementation, case studies describing the evolution of software systems and the thinking behind them, and critical appraisals of software systems. The journal has always welcomed tutorial articles describing well-timed techniques not previously documented in computing literature. The emphasis is on practical experience; articles with theoretical or mathematical content are included only in cases where an understanding of the theory will lead to better practical systems.

Articles range in length from a Short Communication (up to ten pages) to the length required to give full treatment to a substantial piece of software (exceptionally up to 40 pages).

## RECENT ARTICLES

- Mohammad Hjouj Btoush, Sajid Mehmood, Mohammed A. Al Ghamdi, Rashid Amin, Muhammad D. Zakaria. An Efficient Computing Offloading for Network Resources in IoT Big Data Using Deep Reinforcement Learning. Software: Practice and Experience, 56(5):525-550, 2026.
- Issue Information. Software: Practice and Experience, 56(2):121-122, 2026.
- Davide Carnemolla, Fabrizio Messina, Federico Fausto Santoro, Corrado Santoro. An Ecosystem to Develop Multi-Agent Systems in Real-World IoT Applications. Software: Practice and Experience, 56(4):339-356, 2026.
- Juergen Dingel, Alex Sun, Hesham ElAbd, Nathanael Yao, Andrew Boulos, Ali Tizghadam. Project Templating and Onboarding With Cookiecutter: Foundations, Uses, and Guidelines. Software: Practice and Experience, 56(1):42-63, 2026.
- Issue Information. Software: Practice and Experience, 56(7):821-822, 2026.
- Issue Information. Software: Practice and Experience, 56(8):961-962, 2026.
- Mamdouh Alenezi, Mohammed Akour. A Unified Meta Model for Converting Architecture Decisions Into DevOps Pipelines. Software: Practice and Experience, 56(7):833-846, 2026.
- Genyuan Yang, Wenjuan Li 0002, Qifei Zhang 0001, Minxian Xu, Chengjie Pan, Ben Wang. Trust-Enabled Decentralized Task Offloading for Collaborative Edge Computing Using Blockchain and Deep Reinforcement Learning. Software: Practice and Experience, 56(2):218-236, 2026.

- Shiyu He, Yuqi Zhao, Qibo Li, Yutao Ma. RGPRec: A RAG-Enhanced GNN for Personalized Task Recommendations in Open-Source Communities. Software: Practice and Experience, 56(1):3-25, 2026.
- Gilberto Gutiérrez 0001, Miguel Romero 0002, Miguel R. Penabad, Fernando Santolaya, Mónica Caniupán, Rodrigo Torres. 2 -Tree on External Memory. Software: Practice and Experience, 56(2):123-140, 2026.